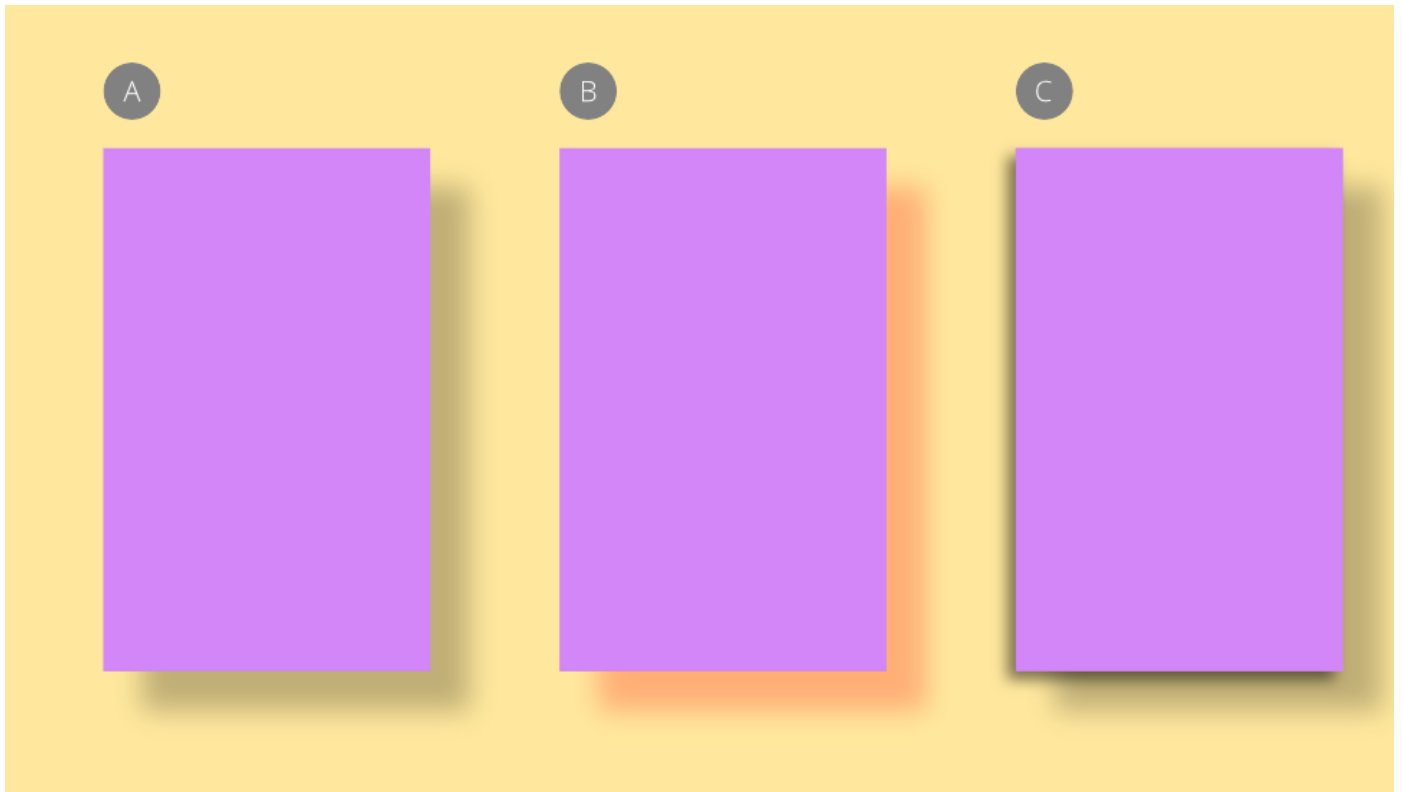


Layer Effect

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Using layer effects

Layer effects can be applied to either selected objects or the entire layer, to add more creativity to your design.



(A) Simple Outer Shadow layer effect using Quick FX panel, (B) a blended Outer Shadow using Layer Effects dialog and (C) multiple Outer Shadow effects using Layer Effects dialog.

▼ Available layer effects:

- Bevel/Emboss
- Outline*
- 3D
- Inner Shadow*
- Inner Glow
- Color Overlay*
- Gradient Overlay*
- Outer Glow
- Outer Shadow*
- Gaussian Blur

* Can be applied as multiple instances to the same object or layer.

Layer effects can be applied in two ways:

- Via the **Quick FX** panel, using a simplified set of more commonly used settings.
- Via the **Layers Effects** dialog, offering all settings plus the ability to create multiple instances of the same effect (for outline, shadows and overlays); effect instances can also be sorted to achieve different results.

For multi-instance effects, some examples include:

- Multiple outer shadows to simulate multi-directional multi-colored light sources.
- Multiple gradients with transparency tail-offs and blend modes.

 By working with duplicate layers, blend modes and masks, it's possible to obtain a great degree of control over the effects that you generate.

▼ To apply layer effects via the Quick FX panel:

1. Select the layer(s) that you want to apply the effect to.
2. On the **Quick FX** panel, select the checkbox of the effect that you want to apply.
3. Adjust the settings as desired—options vary for each effect.
4. If required, select any other effects and adjust the settings.

 When a layer has one or more effects applied, an  icon appears to the right of the layer's name in the Layers panel.

 Many layer effects rely on setting a **Radius** value to see the effect initially applied.

▼ To apply layer effects via the Layer Effects dialog:

1. Select the layer(s) that you want to apply the effect to.
2. Do any of the following:
 -  On the **Quick FX** panel, click **Layer Effects**.
 -  On the **Layers** panel, click **Layer Effects**.
 - Select **Layer>Layer Effects**.
3. (Optional)   Click **Duplicate effect** to create another instance of an outline, shadow or overlay effect; click **Delete effect** to remove any multi-instance effect.
4. Adjust the settings as desired—options vary for each effect.
5. If required, select any other effects and adjust the settings.

   Use Move up or Move down to rearrange instances of a layer effect.

▼ To edit layer effects:

1. Select the layer that you want to edit.
2. On the **Quick FX** panel, click the arrow to expand the options for the effect you want to edit.
3. Adjust the settings as desired—options vary for each effect.
4. If required, repeat for any other effects.

▼ To edit layer effects using the Layer Effects dialog:

1. Click the effects icon on the layer entry in the **Layers** panel.
2. In the dialog, click on the label of the effect that you want to edit.
3. Adjust the settings as desired—options vary for each effect.
4. If required, repeat for any other effects.

 If you create a set of layer effects that you want to use again you can save time and effort by saving them as a style to the Styles panel. This way they can be applied to any new object with a single click.

 While Affinity Designer 2 allows adding effects onto mask layers, the former take no effect. Ensure to add effects to object or pixel layers instead.

SEE ALSO:

[Quick FX panel](#)

[Layers panel](#)

[Styles](#)

[Styles panel](#)

[Layer blending](#)

3D Effect

The 3D effect is used to create the impression of a textured surface.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Depth**—sets the depth of the effect. This can be linked to Radius or set independently.
- **Soften**—blurs the shadows and highlights.
- **Profile**—defines how the light is applied and sculpts the ridges, valleys, and bumps that are shaded in the process.
- **Remove Profile**—returns the profile to the default setting where light is applied evenly.
- **Diffuse**—sets the amount of diffuse color reflected from the object's surface when lit by the **Light source**. A high setting will give a matt appearance, while a low setting will give a gloss appearance.
- **Specular**—sets the intensity of specular color reflected from the object's surface when lit by the **Light source**. A high setting will give a gloss appearance, while a low setting will give a matt appearance.
- **Shininess**—sets the amount of specular color reflected from the object's surface when lit by the **Light source**. A high setting gives sharper highlights, while a low setting will give widespread highlights.
- **Specular color**—sets the specular color. Click the color box to choose the color from the pop-up panel.
- **Ambient**—sets the intensity of ambient light.
- **Ambient light color**—sets the color of the ambient light. Click the color box to choose the color from the pop-up panel.
- **Light source**—select a light source from the pop-up menu. You can then adjust the settings below for the selected light source.
- **Add**—applies an additional light source to the effect.
- **Remove**—deletes the selected light source. If there is only one light source it cannot be removed.
- **Direction**—represents the position of the light source, shadow or gradient. Click or drag to adjust the direction (and set the **Azimuth** and **Elevation** automatically).
- **Azimuth**—defines the direction of the light source, shadow or gradient.
- **Elevation**—defines the 'height' of the light source.
- **Color**—sets the color of the selected light source. Click the color box to choose the color from the pop-up panel.
- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
- **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.

▼ To apply a (custom) profile:

1. Click the Profile thumbnail.

2. In the pop-up panel, choose one of the Standard profiles.
 3. (Optional) Click on the curve to add a node, drag to shape the curve.
 4. Select the Linear checkbox to create a sharp curve or deselect to create a smooth curve.
 5. Click away from the pop-up panel to apply the profile.
-

SEE ALSO:

[Using layer effects](#)

[Quick FX panel](#)

3D Effect

The 3D effect is used to create the impression of a textured surface.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

Bevel/Emboss

The Bevel/Emboss effect is used to add rounded edges and shadows to give a 3D impression.



Before

Depending on the type of bevel or emboss set, the rounded-edge might be inside or outside an object, convex or concave, and may include a shadow.

For all bevel/emboss effects you can adopt a preset or custom profile that defines the bevel/emboss edge.

Settings

The following settings are shown on the **Quick FX** panel:

- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

 By default, you'll apply a Pillow Emboss effect when using the Quick FX panel. For an inner/outer bevel and a basic emboss effect, use the Layer Effects dialog.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Type**—sets an Inner bevel, Outer bevel, Emboss or Pillow emboss effect. Select from the pop-up menu.
- **Depth**—sets the depth of the effect. This can be linked to Radius or set independently.
- **Soften**—blurs the shadows and highlights.
- **Profile**—defines how the light is applied and sculpts the ridges, valleys, and bumps that are shaded in the process.
- **Invert**—reverses the effect of the lighting profile.
- **Remove Profile**—returns the profile to the default setting where light is applied evenly.
- **Direction**—represents the position of the light source, shadow or gradient. Click or drag to adjust the direction (and set the **Azimuth** and **Elevation** automatically).
- **Azimuth**—defines the direction of the light source, shadow or gradient.
- **Highlight**—sets the blend mode, color and opacity for the highlight. Blend mode defaults to screen.
- **Shadow**—sets the blend mode, color and opacity for the shadow. Blend mode defaults to multiply.
- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
- **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.

▼ To a preset or custom profile:

1. Click the Profile thumbnail.
2. In the pop-up panel, choose either:
 - One of the Standard profile thumbnails.
 - A custom profile: Click on the curve to add a node, drag a node or portion of the curve to shape it.

3. Select the Linear checkbox to create a sharp curve or deselect to create a smooth curve.
 4. Click away from the pop-up panel to apply the profile.
-

SEE ALSO:

[Using layer effects](#)

[Quick FX panel](#)

Bevel/Emboss

The Bevel/Emboss effect is used to add rounded edges and shadows to give a 3D impression.



After (Click/Tap)

Depending on the type of bevel or emboss set, the rounded-edge might be inside or outside an object, convex or concave, and may include a shadow.

For all bevel/emboss effects you can adopt a preset or custom profile that defines the bevel/emboss edge.

Settings

Color Overlay

The Color Overlay effect is used to apply a solid color on top of any existing colors.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Blend mode**—changes how the effect interacts with the color of the current layer.
 - **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
 - **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.
-

SEE ALSO:

[Using layer effects](#)

[Gradient Overlay](#)

[Quick FX panel](#)

Color Overlay

The Color Overlay effect is used to apply a solid color on top of any existing colors.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

Gaussian Blur

The Gaussian Blur effect is used to create a pleasing, smooth blur using a weighted average.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Radius**—controls the extent of the effect.
- **Preserve Alpha**—when checked, object edges are not subject to blurring.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
 - **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.
-

SEE ALSO:

[Using layer effects](#)

[Quick FX panel](#)

Gaussian Blur

The Gaussian Blur effect is used to create a pleasing, smooth blur using a weighted average.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Radius**—controls the extent of the effect.
- **Preserve Alpha**—when checked, object edges are not subject to blurring.

Gradient Overlay

The Gradient Overlay effect is used to apply a color gradient on top of any existing colors.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Opacity**—Controls the transparency of the effect.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Type**—determines the gradient type used. Select from the pop-up menu.
 - **Gradient**—sets the color gradient. Click the gradient thumbnail to edit.
 - **Scale**—defines the spread of the gradient separately for the X (horizontal) and Y (vertical) axes.
 - **Offset**—defines the start and end stops of the gradient. This is set separately for the X (horizontal) and Y (vertical) axes.
 - **Angle**—defines the direction of the light source, shadow or gradient.
 - **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
 - **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.
-

SEE ALSO:

[Using layer effects](#)

[Color Overlay](#)

[Gradient and bitmap fills](#)

[Quick FX panel](#)

Gradient Overlay

The Gradient Overlay effect is used to apply a color gradient on top of any existing colors.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Opacity**—Controls the transparency of the effect.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

Inner Glow

The Inner Glow effect is used to add a color border to the inside of an object. It can be set to the edge or center of the object.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.

-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Blend mode**—changes how the effect interacts with the color of the current layer.
- **Intensity**—determines how much the radius of the effect is blurred.
- **Center/Edge**—determines the origin of the effect.
- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
- **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.

SEE ALSO:

[Using layer effects](#)

[Outer Glow](#)

[Inner Shadow](#)

[Quick FX panel](#)

Inner Glow

The Inner Glow effect is used to add a color border to the inside of an object. It can be set to the edge or center of the object.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.

Inner Shadow

The Inner Shadow effect is used to add a diffused shadow to the inside of an object.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.
- **Offset**—changes the distance between the layer content and the effect.

- **Offset Tool**—click to enable simultaneous editing of angle and offset. Drag on the object to set the angle and offset. Press the **Esc** key to stop using the tool and set the angle and offset independently of each other again.
- **Angle**—defines the direction of the light source, shadow or gradient.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Blend mode**—changes how the effect interacts with color of the current layer.
- **Intensity**—determines how much the radius of the effect is blurred.
- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
- **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.

SEE ALSO:

[Using layer effects](#)

[Outer Shadow](#)

[Inner Glow](#)

[Quick FX panel](#)

Inner Shadow

The Inner Shadow effect is used to add a diffused shadow to the inside of an object.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.
- **Offset**—changes the distance between the layer content and the effect.

Outer Glow

The Outer Glow effect is used to add a color border to edges.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.

-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Blend mode**—changes how the effect interacts with color of the current layer.
- **Intensity**—determines how much the radius of the effect is blurred.
- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
- **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.

SEE ALSO:

[Using layer effects](#)

[Inner Glow](#)

[Outer Shadow](#)

[Quick FX panel](#)

Outer Glow

The Outer Glow effect is used to add a color border to edges.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.

Outer Shadow

The Outer Shadow effect is used to add a shadow to edges.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.
- **Offset**—changes the distance between the layer content and the effect.

- **Offset Tool**—click to enable simultaneous editing of angle and offset. Drag on the object to set the angle and offset. Press the **Esc** key to stop using the tool and set the angle and offset independently of each other again.
- **Angle**—defines the direction of the light source, shadow or gradient.
-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Blend mode**—changes how the effect interacts with color of the current layer.
- **Intensity**—determines how much the radius of the effect is blurred.
- **Fill knocks out shadow**—when checked (default), if the object's fill is semi-transparent, the option prevents the effect from showing through the fill and contributing negatively.
- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
- **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.

SEE ALSO:

[Using layer effects](#)

[Inner Shadow](#)

[Outer Glow](#)

[Quick FX panel](#)

Outer Shadow

The Outer Shadow effect is used to add a shadow to edges.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.
- **Offset**—changes the distance between the layer content and the effect.

Outline

The Outline effect is used to add a colored outline to objects.



Before

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.

-  **Layer Effects**—provides access to the **Layer Effects** dialog for more advanced settings and controls.

The following advanced settings can be adjusted in the **Layer Effects** dialog:

- **Blend mode**—changes how the effect interacts with content below the current layer.
- **Alignment**—sets the position of the outline. Select from the pop-up menu.
- **Fill style**—sets the type of fill applied to the outline.
- **Scale with Object**—when selected, the effect scales in proportion to the object if the object is resized. If this option is off, the effect's scale remains unchanged when the object is resized.
- **Fill Opacity**—sets the opacity of the layer contents without affecting the applied effects.

 The **Fill style** includes the **Contour** type. Contour applies a gradient fill which runs from the inner to the outer edge of the stroke width.

SEE ALSO:

[Using layer effects](#)

[Gradient and bitmap fills](#)

[Quick FX panel](#)

Outline

The Outline effect is used to add a colored outline to objects.



After (Click/Tap)

Settings

The following settings are shown on the **Quick FX** panel:

- **Color**—sets the color of the effect. Click the color box to choose the color from the pop-up panel.
- **Opacity**—controls the transparency of the effect.
- **Radius**—controls the extent of the effect.